

Name: David Petersen		Grading Quarter: 1	Week Beginning: 8/7
School Year: 2023-24		Subject: Graphic Design 1	
Monday	Notes:	<p>Objective: <b>Understand the difference between Raster and Vector images</b></p> <p>Lesson Overview:</p> <p>Briefly explain the toolbar, control bar and the pallets and where they are located.</p> <p>Intro to AI</p> <p>Raster vs. Vector</p>	<p>Academic Standards:</p> <p>75 Examine, using a magnifying glass, the differences between printed raster and vector graphics.</p> <p>8.2 Analyze the applications of vector-based and raster images</p>
Tuesday	Notes:	<p>Objective <b>Understand what is Graphic Design Review- Raster vs. Vector, Introduce AI Workspace</b></p> <p>Lesson Overview:</p> <p>Go over the difference between raster and vector</p> <p>Explain the difference between Raster and Vector Images - Draw an example of each and explain resolution and ppi and quality</p> <p>Draw examples on the board</p> <p>Use the yellow jacket Vector vs Raster image (found in Instructional)</p>	<p>Academic Standards:G</p> <p>8.2 Analyze the applications of vector-based and raster images</p>
Wednesday	Notes:	<p>Objective: <b>Intro to AI, Selection Tools and Shape</b></p> <p>Pass out new point sheets</p> <p>Review turning in Bellwork, Point Sheet and Make up Work</p> <p>Review Raster and Vector</p> <p>Overview of AI toolbar, control bar, menu, windows</p> <p>1.shape tool</p> <p>2.selection tools</p> <p>3. fill and stroke</p> <p>Texaco Logo</p>	<p>Academic Standards:</p> <p>5.3 Utilize correct software for the final product (i.e., page layout, photo manipulation, illustration, etc.)</p> <p>6.1 Identify elements of design (e.g., line, shape, form, texture, pattern, color, value, space, and size)</p> <p>8.3 Create vector illustrations using industry standard software</p>

Thursday	Notes:	<p>Objective: Understand how to use tools in Illustrator</p> <p>Lesson Overview: <b>HOUSE AND TREE (AI Selection Tools Wand and lasso, Stacking Order, Control Bar) Group and Ungroup (saving work)</b></p> <p>Show them how to click to make something active then click again to manipulate (dark is active white is not)</p> <p>Show them how to save their work in the last five minutes of class.</p> <p>Have them make a bunch of shapes in illustrator and color them (one challenge would be to make a triangle without instruction)</p> <p>Show them how to use the Magic Wand and Lasso tools</p> <p>Turn them loose on making the house and tree control panel and the shape tool. (talk about how most things have a stroke and some things have a fill that you can change color (show them how to do the color changes)</p> <p>go over zooming 3 ways (and talk about shortcuts)</p> <p>SHOW how to screenshot and add to student vue</p>	<p>Academic Standards:</p> <p>73 Discuss digital asset management.</p> <p>74 Describe file naming conventions.</p> <p>8.1 Differentiate among the color spaces (e.g., RGB, CMYK, Spot Color, L*a*b*, HSB, HSL, grayscale, and hex color) and how they relate to graphic design</p>
Friday	Notes:	<p>Objective: <b>Understand how to Save to OneDrive- Internet Data Storage, and Cloud Services</b></p> <p>Google Data Center</p> <p>Introduce flag project</p> <p>What would be the most efficient ways to put the stars and stripes on the flag and what methods did you use?</p> <p>Go over learning to do things in a more efficient way.</p> <p>making a perfect star, copy and paste a line etc.</p> <p>making a perfect stripe</p> <p>Talk about how much a graphic designer can make by being fast and accurate (have them write the steps on the back of their bellwork prior)</p> <p>Walk them through submitting work into synergy. Make sure all adobe is working.</p>	<p>Academic Standards:</p> <p>78 Create an instructor specified design using a vector illustration program.</p> <p>8.10 Produce single- and multi-color graphic works using industry standard software</p> <p>8.3 Create vector illustrations using industry standard software</p>